* **Tabling at lunch**
  + Be loud! Regardless of their interest, you’ll get attention
  + Bring a Switch/PC for people to play against each other and learn more about the club. No one can resist a mid-day friendly!
* **Have a booth at activity fairs**
  + Show off your club and all your achievements! Wear the jersey if your club has one, put any trophies/medals out front, and display pictures of your teams and any happy times.
* **Speak with other faculty members and students in your classes to spread the word**
  + Educate others around you about the benefits of esports and the opportunities it can provide to students.
  + Discuss successes of team GPA’s rising, qualifying for state tournaments, and anything else your proud of. Many will never know about it unless it’s talked about from those seeing it first-hand.
  + You’re the esports professional at your school. Say it loud and proud! Be a resource for any students looking for an opportunity to discuss gaming. Encourage fellow faculty members to push students to speak with you about the club if the conversation arises.
* **Give a pitch of the club at the beginning of classes (this is especially effective in computer science classrooms). *Student members can participate in assisting you.***
  + Share achievements, opportunities, and anything else you’re proud of then invite them to join your next informational session at the end.
* **Host a match during pep rallies, lunch, beginning of the school day, end of the school day**
  + Gaming is more prevalent today than ever amongst middle/high schoolers and everyone has a competitive side. You can introduce students to the club by assembling a friendly match before or during a pep rally. Holding a friendly match before and after school or during lunch can be another time to introduce students to the club. There are many ways to be creative with this initiative. One example we have seen is to assign four class (freshman-senior) representatives to compete in Mario Kart in front of an assembly. This gets the kids cheering for their class to win, just like any other assembly activity.